syphon filter® DARK MIRROR

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation® 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® 2 FORMAT DISC:

- This disc is intended for use only with PlayStation® 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SYPHON FILTER®: DARK MIRROR TIPS AND HINTS

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available
Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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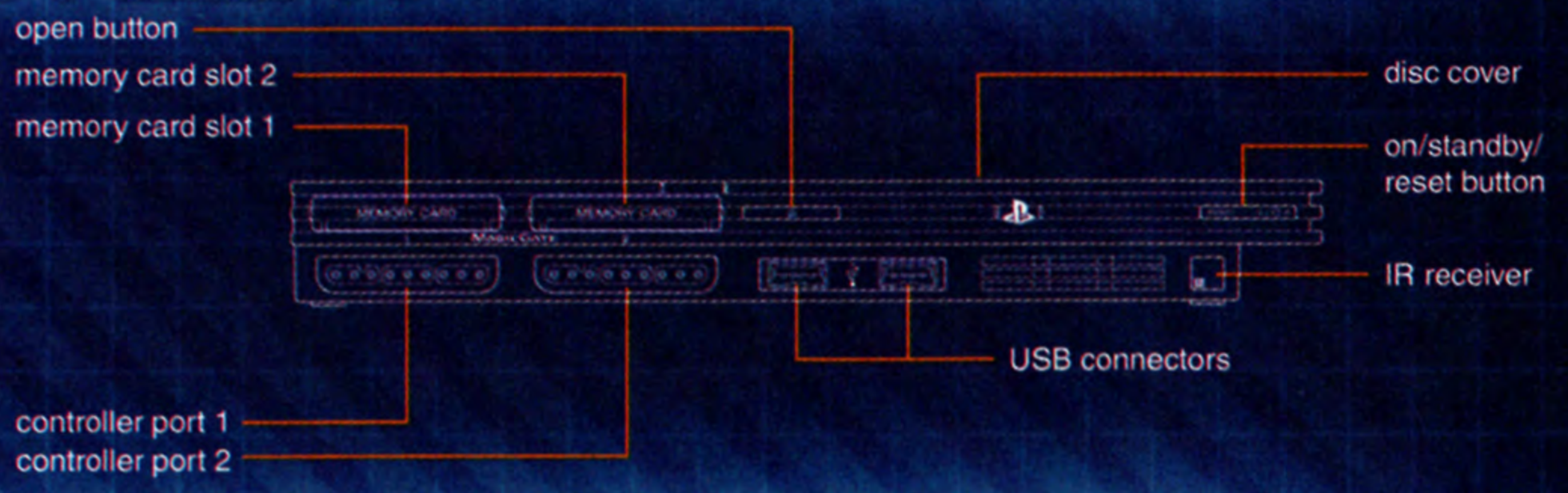
GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Syphon Filter®: Dark Mirror disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	△
Open Pause Menu	START

CHARACTER MOVEMENT AND ACTION

Note: The control configuration default is set to STANDARD. You can change the control configuration by selecting the Options Menu and choosing CONTROLS.

Move Forwards/Backwards and Strafe Left/Right	left analog stick
Aim/Rotate	right analog stick
Manual Aim	L1 (hold) + left analog stick
Snap to Surface	left analog stick against surface, release, then press the left analog stick a second time.
Fire Weapon/Melee Attack	R1
Reload	R2
Weapon Select	directional button → + □, △, ○, ✕ or R1
Gadget Select	directional button ← + □, △, ○ or ✕
Interact/Climb	△
Crouch (toggle)	✕ (tap)
Goggles On/Off	directional button ← (tap)
Fire Mode Selection (Dart Select with MB-150 equipped)	directional button → (tap)
Zoom In/Out (with scoped weapon equipped)	L1 (hold) + directional buttons ↑ / ↓ (tap)
Issue Command	□
Open Pause Menu	START

STARTING UP

STARTING A NEW GAME

The first time you play Syphon Filter®: Dark Mirror, you will be asked to create a Profile. Use the on-screen keyboard to enter your Profile name. When you're finished, highlight ENTER and press ⊗ to save your Profile and continue.

SAVING A GAME

During the game, your progress will be saved automatically between missions. To save your progress, make sure you have a memory card (8MB)(for PlayStation®2) with at least 100 KB amount of space into MEMORY CARD slot 1 of your PlayStation®2 console.

LOADING A SAVED GAME

Game data will be loaded automatically when you boot up Syphon Filter®: Dark Mirror.

MAIN MENU

After creating and loading your profile, you will be taken to the Main Menu. Press the directional buttons ↑ / ↓ to highlight an option and press ⊗ to confirm your choice.

SINGLE PLAYER

Select from a variety of single player modes. For more information, see Single Player, pg. 6.

OPTIONS

Change various game settings.

PROFILE

Manage and load, create or delete your Profile.

SINGLE PLAYER MODE

SINGLE PLAYER

TRAINING

Learn and practice Agency maneuvers and combat before heading out into the field. Select from a variety of different Training Missions and complete them to become familiar with Syphon Filter®: Dark Mirror basic controls, gameplay, weapons and gadgets. Beat the Training Missions timers to unlock special weapons. Complete all Training Missions to unlock the Bonus Mission "Goodnight Sweetheart."

STORY MODE

Play through the entire game from beginning to end while focusing on the story. As missions are completed, they are unlocked for replay in Mission Mode. Select from three difficulty levels (Easy, Normal, Hard) and then jump straight into the action. Complete Story Mode on Normal or Hard to unlock the Bangkok Bonus Missions.

DIFFICULTY SETTINGS

- **Easy Mode:** Provides additional HJUD information to assist players new to this type of game and tunes the AI combat to give new players and advantage.
- **Normal Mode:** Tuned for the average player and will provide a challenge to seasoned gamers.
- **Hard Mode:** Only for expert gamers who demand a challenge.

MISSION MODE

Mission Mode divides the Story into seven episodes, each of which contains several parts. Replay unlocked missions to upgrade your six Agency Ratings. Explore different play styles as you experiment with alternate stealth paths, discover environmental kills, and unlock more darts for use with the MB150 Agency Sniper Rifle. Unlock additional bonus missions and content.

To select a specific mission, highlight the Episode you wish to play and press ⊗. This brings up the Parts for that Episode. Navigate through the parts to see the Ratings information for that Part. This Ratings Information includes: stealth, knife, dart, headshot and environmental kills, survival ratings and the total amount of Hidden Evidence collected for that Part.

Press ⊗ over the desired Part to select that mission. After exiting the Briefing Screen, enter the Equipment Modify Screen where Unlocked Weapons can be selected for the mission.

CAREER RATING

This menu displays the status of your Agency Ratings, which can be earned while playing the game in Mission Mode. The Agency keeps track of statistics for stealth, environment, knife, headshot, and dart kills, and also tracks your ability to finish a mission without dying. Each rating has four Ranks, allowing you to earn up to 24 bonus unlocks, including weapons, missions and abilities.

Once a new Rank within a Rating has been unlocked, select the path and press ▣ to hear a message from an Agency Commander and to view the newly earned patch.

LOCKED FILES

Each episode contains a number of Locked Files, including Concept Art, Audio Files, and Bonus Movies. The movies include special "behind-the-scenes" videos, works in progress, and animatics. To unlock these files, collect all of the Hidden Evidence for that Episode.

SINGLE PLAYER GAME SCREEN

WEAPON CROSSHAIRS

Use the weapon crosshairs to target your enemies. A set of brackets will appear whenever you are holding a firearm and the crosshairs will flash red when you make contact with an enemy.

The crosshairs will expand and contract depending on your position, indicating your probability to make contact. The farther apart the crosshairs, the less accurate your shots will be. When stationary and in the crouched position, the crosshairs will contract, indicating that your shots will be more accurate in finding their mark.

RADAR

Located in the bottom left corner of the screen, use the Radar to view enemy positions, navigate the environment, and locate important objective items.

- Your position is represented by a grey arrow and will always be in the center of the map.
- Enemies are represented by colored arrows that will change from yellow to red depending on their alert status.
- Objective items are represented by flashing transparent arrows.
- North is indicated by the letter N on the perimeter of the Radar.

HUD

On the bottom right corner of the screen is the Heads-Up Display (HUD). The blue horizontal bar indicates your Body Armor Level. The red horizontal bar beneath it indicates your HP, or life energy. If the red bar is depleted, you will die.

The icon above the Armor/HP bars shows your current weapon and remaining ammo. The smaller icon below the bars shows your selected gadget.

SELECTING WEAPONS AND GADGETS

WEAPON SELECTION SCREEN

Press and hold the directional button ➡ to switch weapons. Each weapon is mapped to a specific hardpoint and button. Press the button to select the desired weapon. Note that some hardpoints can contain multiple items. Pressing **R1**, for example, selects the "Hard" hard point. Tap **R1** to select the hand, taser or knife. Small icons next to the Hardpoint indicate if multiple weapons are available. In addition, some weapons will have multiple rates of fire. You can adjust this rate by tapping ◉ with the weapon selected in the Weapon Selection Screen.

GADGET SELECTION SCREEN

Press and hold the directional button ⬅ to switch gadgets and goggles. Each gadget is mapped to a specific button. Press that button to select the desired gadget or goggle. Tap the directional button ⬅ to toggle the gadget on or off.

EQUIPMENT MODIFY SCREEN

This screen allows you to select Unlocked Weapons before entering a mission in Mission Mode. Weapons may be chosen for the following slots: Special, Back, Sidearm, Auxiliary, and Grenade.

PAUSE MENU

Press START during gameplay to bring up the Pause Menu. In addition to viewing your current mission ops, objectives and notes, you can access vital information and Intel to help complete your mission. Press the directional buttons ⬆ and ⬇ to highlight a selection and press ⊗ to confirm your choice.

BRIEFING

This screen summarizes the Precision Strike Commander's assessment of the current mission, and provides additional hints, clues and story. Often written by Gabe Logan, the Briefing provides a glimpse into Gabe's thinking as he struggles to understand Project Dark Mirror. Press the directional buttons ⬆ and ⬇ to scroll the text in the viewing window.

INVENTORY

View and learn about the current arsenal of weapons and gadgets in your inventory. Use **L1** and **R1** to cycle through your inventory and the directional buttons ↑ and ↓ to scroll the text in the viewing window.

Hidden Evidence: Almost every mission contains "Hidden Evidence." Explore the missions to find classified folders, hidden bodies, and other clues, which contribute to the Dark Mirror story. Collect all of the Hidden Evidence in an Episode to unlock that Episode's Locked Files.

Note: If Hidden Evidence has been collected in a mission, that evidence will appear in the Inventory screen for that mission.

STATS

This screen allows you to view your detailed statistics for your current mission and tracks such items as stealth kills, environmental kills and headshots.

WEAPONS AND GADGETS

WEAPONS

AK-47

The AK-47 is one of the world's most prolific small arms. It has been used in hundreds of countries and conflicts since its introduction in 1947. This is a truly legendary weapon, known for its extreme ruggedness, simplicity of operation and maintenance, and unsurpassed reliability even in the worst conditions possible.

EDT

The EDT delivers a powerful 625K-volt charge capable of incapacitating the target. It is completely non-lethal (given that the victim is not subjected to prolonged exposure) and is small enough to fit into a holster. The EDT has range of 25 feet.

EPDD

This amazing piece of technology is capable of shooting two darts attached to a long wire with amazing accuracy. This weapon uses a special recoiling device that quickly rewinds the wire for a second shot. The EPDD has increased stopping power due to advanced Electro-muscular Disruption Technology (EDT). This weapon has a higher instant incapacitation rate than most 9mm pistols and injury will occur if the individual is over stunned. Caution must be observed with this weapon — it is known to set assailants on fire during sustained stunning. The EPDD has a range of 200 feet.

ANTI-PERSONNEL MINE

Small radius anti-personnel mine, capable of taking out one to two targets. Once armed, this mine is invisible to the naked eye. Disarming is only possible when viewing the mine with EDSU goggles.

AR-15

The AR-15 was adopted by the United States military under the designation M16. Today, the AR-15 and its variations are manufactured by many companies and have captured the affection of sport shooters and police forces around the world due to their low cost, accuracy, and modularity. This variant is fitted with an 8x scope.

M82 BFG

Also known as the 'Light Fifty', this weapon is semi-automatic and is equipped with a muzzle brake that reduces recoil by 65%. The .50 caliber bullet is close to three inches long and is one of the most powerful rounds available.

CALICO HE

The Calico HE fires highly explosive rounds that detonate upon impact with the target. Once detonation occurs, anybody caught within a 10-foot radius of the blast will take damage.

CHINESE TYPE 56

The Chinese Type 56 is a Chinese variant of the world-famous AK-47. The design of the Type 56/AK-47 has proven to be very successful. This weapon is highly reliable and tolerant to the abuses of use in the battlefield.

CLAYMORE MINE

Claymore mines are directional mines that are wired electronically to a triggering device. Equip the triggering device once a mine has been deployed and press the fire button to detonate it. When planting the mine, face the desired direction of the blast.

DESERT SNIPER .357

The Desert Sniper .357 is a long range high powered sniping pistol with a 10-inch barrel extension and mounted scope. The .357 Magnum round makes this weapon difficult to handle for novice users, but with practice, the user can hit long-range targets with deadly accuracy.

DRAGUNOV SVD

The SVD was adopted by the Soviet Military in 1963. More recently, it's seen service during the Afghan war as well as many other local conflicts, including the latest Chechen wars. This rifle was widely used and copied across the former Warsaw Pact countries and is still in service with the Russian Army and many Russian law enforcement agencies.

SILENCED .44

The Silenced .44 is a long range high powered sniping pistol with a 10-inch barrel extension and mounted scope. The .44 Magnum round makes this weapon difficult to handle for novice users, but with practice, the user can hit long-range targets with deadly accuracy. This version has been fitted with a silencer.

EMP GRENADE

Electro Magnetic Pulse grenades are timed grenades, which create a powerful EMP blast that renders electronic devices temporarily useless.

DESERT EXPRESS .50

The Desert Pistols are the only gas-operated pistols in service and the .50 caliber is the most powerful. The Desert Express is often referred to as a hand cannon due to its size and the power of the round. Only users experienced with great recoil forces will be able to handle this weapon effectively. Anyone hit within its effective range will be knocked to the ground instantly even if they are wearing heavy armor.

FAMAS

Development of the FAMAS began in 1967. After several years of research and development, the first FAMAS prototype was completed in 1971. French military evaluation of the rifle began in 1972, but was not completed until 1978 when the French military finally accepted the rifle as the standard French combat weapon. More recently, the FAMAS saw service in 1991 in Kuwait during Operation Desert Storm and in other various peacekeeping missions afterwards.

FLARE GUN

The flare gun, always a staple in nautical applications, was traditionally used to help search and rescue parties home in on lost or distressed ships. In times of need, however, the flare gun could also be used as a makeshift weapon.

G-17

The G-17 pistol first appeared in the Austrian Army trials and was later adopted by the Austrian Army and Police forces under the designation P-80. Since then, the G-17 and its many descendants have become very popular military and law enforcement firearms, being exported in more than 50 countries.

C11

This weapon is a product of decades of research and is one of the most advanced weapons ever made. The main demand behind its development was the need for a rifle with high hit rate. The C11 uses specially designed case less ammo that consists of a ball round imbedded into a solid propellant. Because of this, the C11 can fire a three-round burst before the rifle has a chance to recoil. This ensures that the entire burst will hit their mark exactly where the user intended. The IPCA version of the C11 has an integral scope and has a 50-round magazine capacity.

33 SC-1

The 33 SC-1 is a scoped rifle, ideal for picking off targets from a distance. Although it lacks the sheer stopping power of many relatively higher-powered sniper rifles, it still packs enough punch to deal a good amount of damage from long range.

C8 RIFLE

The C8 is a scoped rifle, ideal for picking off targets from a distance. With a muzzle velocity that is much higher than that of many other sniper rifles, the C8 can deal massive damage even from very long range.

GALIL AR

The Galil project began after the Six-Day War, and its design was selected by the Israel Defense Forces from two competing designs. The winner was based on the Finnish RK 62, a variant of the AK-47. The Galil was designed to be a domestically produced, main battle rifle for the IDF, taking the best features of other rifles, such as the M16 and AK-47, and putting them into one weapon.

M60 E-3

The M60 E-3 is an improved M60 that has a forward grip that helps stabilize the weapon during sustained firing. This weapon has been the US Army's general-purpose machine gun since the early 60's and it uses the same feed system as the German WWII MG42. The M60 maintains its accuracy during sustained fire due to better barrel design that vents the heat away more efficiently. This model comes fit with a 100-round belt that is stored in an ammo box attached to the feed system.

JERICO-41

The Jerico-41 is more commonly known in the U.S.A as the Baby Eagle. It is a locked-breech, recoil-operated firearm, patterned after the famous CZ series of pistols.

K-BAR

This is the standard issue combat knife of the US military. It has a seven-inch high carbon chromium stainless steel blade and a non-slip gripping handle. This knife can withstand extreme impacts and is capable of quickly slicing through bare flesh and heavy military fatigues.

LASER MINE

Laser trip mines are incendiary mines that, when detonated, create a fire blast of up to 40 feet from the position of the mine. Laser mines can only be deployed onto a vertical surface.

VSS-DU

The VSS-DU is a prototype variant of the standard VSS (Special Sniper Rifle). This is the prototype that eventually led to the development of the MB-150. As with the MB-150, the VSS-DU can fire specialized darts that can be triggered by the user at any time.

M1 SUPER 90

The M1 Super 90 is a high-quality shotgun, available in numerous versions for both civilian, law enforcement and military use. Based on a system developed in the 1980s, which utilizes the gun recoil and inertia of the moving parts to operate the action, the M1 is simple and reliable in operation.

M16A2

This is an improved M16A1 with a heavier barrel, built in flash suppressor, and is set to fire single shot and in 3-round bursts. The A2 is the current service model of the US military and it gave soldiers fighting in the second Gulf War the advantage over the AK-47 because they could dig in outside the effective range of the enemy and pick them off with little fear of being hit by the inaccurate Iraqi weapons.

M16K

This assault rifle is a modified M16 that fires .45 caliber pistol rounds from a closed bolt, improving its semi-auto accuracy. Specific ammunition, called Glazer Rounds, is used in this weapon. The interior of a Glazer bullet is filled with buckshot sealed by a breakaway plastic cap. This cap bursts upon impact causing the buckshot to tear apart unarmored flesh.

M249 SAW

This machinegun was adopted by the US military in the early 1990's and comes equipped with a 200-round box. The most significant difference between this and the M60 is the ammo size. It may pack less of a punch, but has greater accuracy and distance over the M60.

M4 CARBINE

The M4 Carbine is a shorter and lighter version of the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. As with many carbines, it is handy and more convenient to carry than a full-length rifle. While this makes it a candidate for non-infantry troops, it has also been used by United States Special Operations Command (SOCOM), as well as others seeking a compact weapon for close quarters combat. It is the preferred weapon of the U.S Special Forces. The M4 also can be fitted with a silencer.

M79

The M79 fires a variety of 40mm grenade cartridges, but the most commonly used ammo is M79 Fragmentation Grenade Cartridges. This grenade is filled with Composition-B and has a kill radius of five meters, but can substantially wound and incapacitate out to 15 meters. The M-79 is a break-open weapon that fires from the shoulder and requires reloading after each round fired.

MAK-10 .45 ACP

The MAK-10 was originally developed in 1964. Its simple, low-cost design with few moving parts gives the MAK-10 a reputation for being extremely reliable and easily manufactured. However, the combination of its small size and high rate of fire make it rather undesirable as a military weapon. This variant is chambered for .45 ACP rounds.

MAK-10 9MM

The MAK-10 9MM is the same weapon as the MAK-10 ACP. The only difference between it and the ACP is that this variant is chambered for 9mm rounds.

MAKAROV

The Makarov features a simple, sound and inexpensive design. While neither extremely accurate nor lethal at ranges beyond 50 feet, it is a formidable and reliable self-defense weapon.

MGL

The MGL (Mini Grenade Launcher, which is also affectionately known as the Moogle) fires grenades that detonate on impact.

MDS A3

The MDS A3's accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide.

MDS A4 SILENCED

The MDS series' accuracy, reliability, and wide range of accessories and variants have made it the submachine gun of choice for military and law enforcement agencies worldwide. The A4 variant has been fitted with a silencer.

MDS-7

The MDS-7 essentially operates like a scaled-down assault rifle. It fires a specially designed round with a muzzle velocity nearly as high as the 5.56 x 45 mm NATO round used by many modern rifles. There is a drawback, however — the round is comparably smaller than a 9mm sized bullet, meaning less stopping power.

X34 NERVE AGENT

X34 nerve agent — Kills any unprotected person within the cloud of gas that is expelled from this grenade.

JACKHAMMER HE

The Jackhammer HE is a shotgun that fires highly explosive pellets that detonate on impact with the target. Once detonation occurs, anybody caught within its 10-foot radius of effect will take damage.

RAMAT

The Ramat is yet another variant of the world-famous AK-47. Although it deals a bit more damage from close range than the standard AK-47, it's not quite as effective at longer range.

SP-57

The 57 uses the same ammo as the SSP 90 and is destined to become a major service pistol throughout the world. The firing mechanisms are designed to balance the recoil with the forward friction and torque of the bullet. This creates a very unusual reloading cycle with very little recoil. The bullet cartridge is longer than most other pistol cartridges and the bullet is very thin, being only 5.7mm in diameter.

RIPPER

The Ripper is a variant of the more widely known TEK-9. Made with cheaper parts than that of the TEK-9, the Ripper's relatively low cost makes it more prone to falling into the wrong hands.

RPK

The RPK was developed as a light support weapon, and had been standard issue in the Soviet Army. It is essentially an AK-47 assault rifle with sturdier receiver, heavier and longer, non-detachable barrel, and re-contoured wooden buttstock.

DSC-1 THERMAL

The DSC-1T is a sniper rifle equipped with a thermal scope capable of detecting heat sources of up to 200 feet away. It has a heavy and long barrel and uses a four-groove polygon system, which reduces bullet friction. This, combined with the long and heavy barrel, allows the bullet to reach higher velocities and have a much better effective range. It's very useful in thick fog or heavy smoke, allowing the sniper to see concealed targets clearly.

SAWED-OFF SHOTGUN

The Sawed-Off Shotgun has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

SAWED-OFF PISTOL

The Sawed-Off Pistol has a pistol grip and shortened barrel intended to increase its spread pattern. While capable of dealing massive damage at short range, its wide spread pattern renders it near-useless at distance.

SSG 550 SNIPER

The SSG 550 Sniper is a good short- to medium-range military marksman rifle or police / anti-terror rifle, capable of quick and accurate follow-up shots.

SMAW

The Shoulder-launched Multi-purpose Assault Weapon fires an HEDP fin-stabilized high explosive rocket. Agents are cautioned to be a safe distance away from the target to avoid becoming collateral damage.

MARK 23 SD

In August of 1991, a request was made by the U.S. Special Operations Command (SOCOM) for an offensive handgun. Termed the OHWS, for Offensive Handgun Weapon System, it was a pistol designed within certain specified parameters that would be sufficient for conducting "offensive" operations, as opposed to the more traditional role for the handgun, which was typically used for defensive operations. The result was the Mark 23 SD. The heavy .45 bullet, precision accuracy, and threaded silencer make this weapon an ideal choice for the silent soldier.

SPA-12

The SPA-12 was designed in the late 1970's in Italy as a special purpose, military and police close combat weapon. Since its introduction, the SPA-12 has become a very popular police and special-forces weapon, being versatile and reliable, with good firepower.

SPECTRE

The Spectre SMG was developed in the mid-1980s. The Spectre was designed primarily for close combat, anti-terror or police operations that require compact size and instant firepower at short range.

AU300 H-BAR

This is a modification of the standard AU300 rifle that has a heavier barrel for the light machine gun role. It has a flash suppressor that reduces recoil and rise during sustained firing. The AU300 H-BAR fires from a closed bolt position making single shots extremely accurate.

STONE'S RIFLE

"Now this here's a rifle. I've had this weapon, man and boy, for forty years. The scope's cracked, the stock's split, and it's showin' wear same as I am. But I wouldn't trade it in for one of them new fangled MB-150s if Gabe paid me to, which he's tried. Nope, I'll stand by this old girl. One of the few I've learned to trust." –Stone

SWEEPER 12-GAUGE

The Sweeper is a lethal riot control device designed to take out a crowd of hostile individuals very quickly. It has a 12-round cartridge that is easy and quick to replace. All the user has to do to take out a rioting crowd is hold the trigger and sweep across the crowd. After a few seconds most individuals will flee the scene or be incapacitated. Due to its lethality and changing times, this weapon is no longer considered for riot control and is likely to turn up in the hands of organized criminals or terrorists.

TEK-9

The TEK-9 is a very dangerous weapon that has a nasty reputation on the streets. Gangs and drug dealers favor it because of its relatively low cost, large magazine capacity and accuracy. The entire front end of the weapon is a compensator making the weapon easy to control while firing one handed.

M67 GRENADE

The M67 Delayed Frag Grenade has a timing fuse that detonates three seconds after it's thrown.

TRIPBAR

The TripBar is an assault rifle based on the AK-47 design. Although it doesn't pack quite the same punch as the AK, it has a higher rate of fire, making it more of a spray and pray weapon.

UNP .45

The UNP is an extremely reliable and lightweight weapon that has precision accuracy and low recoil making it relatively easy to handle, even for lesser-experienced users. Like the MDS family, the UNP also fires from a closed bolt position. The large caliber and small size of this weapon makes it a very deadly and effective weapon that can be used in many different hostile situations.

USAS-12

The USAS-12 shotgun, developed in South Korea in the 1980s, was intended as a special purpose, military or special operations close combat weapon with extreme firepower.

UZI

The Uzi is a compact, boxy, lightweight submachine gun designed in the late 1940's . The Uzi was used by the Israeli special forces until recently, when in December 2003, the Israeli military announced that it was completely phasing the Uzi out of use by its forces but would continue to manufacture the weapon for both domestic use and export.

SHOT DEFENDER

This shotgun is designed for a personal defense role and fires 12-gauge shot through a narrow choke. The narrow choke prevents the shot from spreading out too far so most of the shot will hit a single victim out to the weapon's effective range. The advantage to this is instant incapacitation due to the powerful force transferred from a close group of projectiles. The victim is usually thrown back quite a distance, which is very intimidating to any other enemies in the area.

SSP 90

A unique appearing weapon, the SSP 90 has a 50 round clear magazine loaded into the top of the weapon. Its ballistic performance is vastly superior to the 9mm round. This weapon fires from a closed bolt, which allows for perfect accuracy while firing semi auto. Its ergonomic design makes it easy and comfortable to fire and helps add to its deadly accuracy.

STAVA SG-76 HBAR

The Stava SG-76 HBAR was developed in the late 1970's in Yugoslavia. The SG-76 is stretched and strengthened to accept much longer and powerful rifle ammunition. The trigger also has been limited to semiautomatic fire only.

MB-150

The MB-150 is the standard IPCA sniper rifle. It has the ability to fire specialized darts that can be triggered by the user at any time.

GADGETS

EDSU GOGGLES

Electronic Device Sensing Utility (EDSU) goggles allow the agent to detect and interact with hidden devices.

NV GOGGLES

Night Vision (NV) goggles amplify dim light and allow the agent to discern targets in the darkness.

FIRE EXTINGUISHER

This standard industrial fire extinguisher is used for putting out small fires in specific locations.

RTL

Rapid Traversal Line (RTL) allows the agent to make a two-way traversal over short distances.

IR GOGGLES

Infrared (IR) goggles allow the agent to detect heat signatures, potentially revealing hidden targets.

AGENCY ZIP LINE

Agency Zip Line (AZL) allows the agent to make a one-way traversal over great distances. At designated locations, equip the device and shoot. The line deploys automatically.

CHARACTER DOSSIERS

LOGAN, GABE
AGENCY HEAD

Gabe's incredible military career started in 1983 in Grenada, where as a young Lieutenant he risked his life to rescue a pinned down squad of GIs. Gabe quickly became a highly decorated Special Forces officer, and eventually was recruited into the highest ranks of the black box government operation known only as the Agency, where he worked cases all over the world. Gabe was instrumental in uncovering the early stages of the Syphon conspiracy, even risking his life to prove that his superiors were involved. Eventually Gabe was placed in command of a new Agency, reporting directly to the president. Gabe is honest and fair, but does not suffer fools. In this final Syphon Filter case, Gabe is pushed to the edge: he is obsessed with finding Mara, and the man she really works for, at any cost. Gabe is close to Lian Xing, his partner of many years, but something in his past prevents him from showing emotions easily. He never has much to say, letting his actions speak for him.

XING, LIAN
IPCA, CHIEF OF OPERATIONS

Lian was born in Kashi, China, to a wealthy and educated family. She was appointed to her first government job when she was only seventeen, and began working for the MSS, Chinese secret service, before she was twenty. Lian specialized in marshal arts and is a master of Pai-Lum, using both hand-to-hand and throwing knives. She was sent to Afghanistan on assignment in 1987 to investigate Russian involvement in the uprising. She ran into an ambush in Kabul and would have been killed except that an Army Special Forces commander, Gabe Logan, stepped in and saved her. Ideological opposites, they became friends and over the course of the next 10 years Gabe convinced Lian to defect and work for the Agency, after convincing her it was a better tool for insuring world peace. Lian has been Gabe's partner since the earliest days of the Syphon conspiracy, and placed her own life on the line when she was abducted and subjected to medical experiments that made her a carrier for the virus. More than friends, Gabe has risked his life for hers more than once.

LIPAN, TERESA
DEPUTY CHIEF OF OPERATIONS

Though Teresa grew up on an impoverished reservation in Arizona, her grandmother taught her that she could do anything she set her mind to. What Teresa wanted to do more than anything, was work in law enforcement. Admitted to college on a scholarship, she graduated from the University of Arizona early, and was recruited into the ATF. In 1994 she was sent to Montana to help investigate a militia operating on Paradise Ridge. She stumbled into a conspiracy involving imposter FBI agents and was almost killed when Gabe Logan saved her life. He later recruited her into the Agency, explaining that they worked to prevent the kind of abuses she had witnessed. Later she was sent to South Africa to investigate the medical work being done by Mujari, and they became friends. She refused an order to murder Mujari and steal his work, choosing instead to go into hiding. Her undercover work after Gabe helped fake her death, was instrumental in bringing down Vince Hadden, the number two man behind the Syphon Filter conspiracy.

STONEMAN, GARY "STONE"
AGENCY COMBAT CHIEF

Stone is a hard-edged combat veteran who has seen action in almost every American conflict since Vietnam. He led units in Libya (81), Grenada (83), Panama (89), Iraq (91), Somalia (93), Bosnia (94) and Afghanistan (01). Stone cultivates his image as an old warhorse because it masks his true identity: a covert CIA assassin. Recognized early on for his extraordinary sniper skills, Stone was hired by the CIA to work as a contract hit man. Using his military persona as his ticket to hot spots all over the world, Stone has been helping spooks fight private wars for over 30 years. Stone met a young Gabe Logan in Grenada, where he helped rescue a platoon of GIs who had become trapped behind enemy lines. Stone likes to act like a country bumpkin, but targets fooled by his gruff exterior always pay with their lives.

MUJARI, LAWRENCE
ASSISTANT CHIEF OF OPERATIONS

Mujari was first exposed to the Syphon Filter virus in 1984 at the Pugari Gold Mine in Mpumalanga South Africa, though at the time he had no idea what it was. Fighting against apartheid, Mujari had led a team into the mine to free enslaved workers, only to find them dead of a mysterious illness. Years later, Teresa is sent to South Africa to find samples of the virus, which Mujari had kept and was using as the basis for medical research. Eventually Teresa would be ordered by the Agency to kill Mujari, she refused, and went into hiding. Mujari was instrumental in curing Lian after the agency had exposed her to the virus so they could use her as a source of serum.

HADDAD, ALIMA
FIELD RESEARCH SPECIALIST

Alima was born in Kuwait but has dual citizenship because her father was a US citizen who worked for an oil company, her mother a Kuwaiti who worked for the US embassy.

Alima's parents were killed by Iraqis during the Gulf War so she came to the US to live with family in Detroit. She is a trained Marine military pilot and has flown dozens of missions, mostly non-combat transport work. After she joined the Agency, Stone became her mentor and friend, almost a father figure. They have bonded in a way that is unique to Stone, who is usually distant, hiding behind a façade of good-old-boy bravado. While currently a pilot, Alima is working on other Agency ratings, hoping to fulfill her ultimate goal of becoming a full field agent.

CREDITS

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCT DEVELOPMENT PRESIDENT, SCE WWS
Phil Harrison

VICE PRESIDENT OF PRODUCT DEVELOPMENT
Shuhei Yoshida

DIRECTOR OF PRODUCT DEVELOPMENT
Connie Booth

TECHNICAL DIRECTOR
Christopher Reese

CREATIVE DIRECTOR
John Garvin

PRODUCER
Darren Yager

LEAD ENGINEER, SINGLE PLAYER
Chris Cole

LEAD ENGINEER, MULTI PLAYER
Dennis Tierney

LEAD GAME TECHNOLOGY ENGINEER
Paul Martin

LEAD DESIGN, MULTI PLAYER
Scott Youngblood

LEAD DESIGN, SINGLE PLAYER
Ron Allen

ART MANAGER
Gerald Harrison

ART DIRECTOR
Francois Gilbert

LEAD TERRAIN LAYOUT ARTIST
Brian Pape

LEAD INTERFACE ARTIST
Dana MacKenzie

CHARACTER ART LEADS
Gregory Callahan
David Ryan Paul

SPECIAL EFFECTS ART LEAD
Todd Yarbrough

LEAD SOUND DESIGN
Josh Jones

QA LEAD
Mathew Zauher

GAME DESIGN PRODUCTION LEADS
Darren Yager
Samuel L. Villanueva
Ron Allen

GAME DESIGN
Brandon Simonds
Ryan Evans
Rhett Anderson

GAMEPLAY ENGINEERING LEADS

Tim Midkiff
Paul Bowman
John Folliard

GAME TECHNOLOGY ENGINEERING

Greg Lancaster
Joseph C. Adzima
John Hoffman
Marc Fortier
Robert Rose

GAME ENGINEERING

Norman Chang
John Alden
Darren Chisum
Doug Beck
Gregg Burman
David Bronleewe
Jack Alltucker

GAME SCRIPTERS

Brian Cotton
Darren Johnson
Wenceslao Villanueva Jr.
Timothy Condon

TERRAIN ART

Adam Peterson
Jake Helms
Martin Cable
Remi Benoist
Stephen Trusty
David Grega
Don Bailey
Anthony Brunoe
Jason Rost
Michael B. Maxwell
Nathan Weikert
Russ Severe

CONCEPT ART

Shane Pierce

ANIMATION AND MOCAP

Keo Heng

IN-GAME CINEMATICS

Emmanuel Roth
Justin Moravetz

CHARACTER ART

Athey Nansel-Moravetz

ASSOCIATE PRODUCER

Mike Benton

SOUND DESIGN

Brian Min

IT LEAD

Brian Peck

OFFICE MANAGER

Susan Thompson

QA

Ed Ochs
Maximilian Maroe
Eric Frederickson
Nathan Short
Eric Jensen
Michael Catterlin
Luis Padilla Jr.

ORIGINAL STORY

John Garvin
Connie Booth

SCREENPLAY

John Garvin

MOTION CAPTURE PERFORMANCE

Beth Kraft
Ed Ochs

MUSIC

Mark Snow
Clint Bajakian
Jonathan Mayer
Lior Rosner

TECHNICAL CONSULTANTS

Slant Six Games
Alan Bucior
Peter Doidge-Harrison
Scott Graham
Ted Middleton
Dan McBride
Scott Paterson
Brian Thalken

SPECIAL THANKS

Marc Blank, Bill Green, Dax Berg,
Tim Branan, Robert Caracol,
Ken Kupelian, Rob Kraft, Marcus Pregent,
Brett Bean, Calin Matney, Dax Gazaway,
Jesse Brophy , Jay Sharpe, Brett Davis,
Alex Fennell, Gideon Stocek, Ken Kuplian,
Tracy Esposito

MOTION CAPTURE

ART & ANIMATION SERVICES GROUP

DIRECTOR OF ART & ANIMATION SERVICES GROUP

Dwayne Mason

AASG SENIOR DEPARTMENT ASSISTANT

Nonet Vargas

MANAGER OF MOTION CAPTURE, ANIMATION AND SCANNING

Brian Rausch

PRODUCTION SUPERVISOR

Scott Peterson

MOTION CAPTURE

MOTION CAPTURE SPECIALIST

Travis Parks
Sarah Back

MOTION CAPTURE STUDIO SUPERVISOR

James Scarafone

MOTION CAPTURE STUDIO TECHNICIAN

Ryan Beeson
Doug Hagstrom

MOTION CAPTURE TRACKING LEAD

Michael Shinkle

MOTION CAPTURE TRACKING TECHNICIAN

David Ibarra
Trisha Manbeck

ANIMATION

MOTION CAPTURE ANIMATION SUPERVISOR

Chad Moore

MOTION CAPTURE ANIMATION LEAD

Frank Strocco

MOTION CAPTURE TECHNICAL ANIMATION LEAD

Johnny Walker

MOTION CAPTURE TECHNICAL ANIMATOR

Daniel Legg

MOCAP ACTORS

Andrew Rian Miller
Anthony Rian Miller
Holly Van Pelt

MUSIC/SOUND/VOICE OVER

DIRECTOR OF TOOLS AND PROJECT SUPPORT GROUP

Buzz Burrowes

MUSIC DIRECTOR

Chuck Doud

SENIOR MUSIC SUPERVISOR

Clint Bajakian

ORIGINAL MUSIC

Mark Snow

MUSIC REMIXING AND ORIGINAL COMPOSITION

Jonathan Mayer
Lior Rosner

ADDITIONAL REMIXING AND MUSIC EDITING

Ernest Johnson
Chuck Carr
Monty Mudd
Matt Levine

MUSIC MIXING AND MASTERING

Larold Rebhun
Casey Stone

ASSOCIATE MUSIC SUPERVISOR

Jonathan Mayer

MUSIC INTERN

Will Brandt

SLOVAK PHILHARMONIC CHOIR, BRATISLAVA

CHOIR CONTRACTOR

Paul Talkington

CHOIR RECORDING ENGINEER

Peter Fuchs

SOUND DESIGN MANAGER

Dave Murrant

DIALOG COORDINATOR

Greg deBeer

VOICE OVER CASTING, RECORDING, AND EDITORIAL BY

SOUNDELUX DESIGN MUSIC GROUP

VOICE OVER BUSINESS MANAGER

William "Chip" Beaman

VOICE OVER COORDINATOR

Shannon Potter

VOICE OVER CASTING AND DIRECTING

Kris Zimmerman, Ginny McSwain,
Amanda Wyatt

RECORDING ENGINEERS

Elliot Anders, Krandall Crews,
Glynna Grimala, Dutch Hill,
Justin Langley, Ethan Allen

VOICE OVER EDITORS

Mark Camperell, Glynna Grimala,
Dutch Hill, Justin Langley,
Clint Richardson, Bob Rankin

AUDIO VISUAL COORDINATOR

James Tabb

ASSETS COORDINATOR

Chad Bedell

PRODUCTION ASSISTANTS

Chad Bedell, Justin Langley, Patrick Ginn,
Sina Mobasser,
Mark Camperell

ACTORS

BJ Ward
James Taylor
Kim Mai Guest
Paula Tiso
Shannon Tilton
Charity James
Nolan North
Michael Bell
TC Carson
Jim Meskimen
Paul Eiding
Corey Burton
Eck Stone
Eddie Vee
Phil Proctor
Alex Fernandez
Bettina Spier
Jason Marsden
Jennifer Hale
Jim Ward
Mark Ivanir
Ghassan Mashini
Grant Albrecht
Jame Horan
Jessie Corti
Said Faraj
Khary Payton

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BUZZ MONKEY SOFTWARE

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Howard Day
Eric Blondin
Doug Brashear
John King
Jason Ford
Dave Stambaugh

IMAGE METRICS

CAPTURE DIRECTOR

Kim Van Hoven

3D SUPERVISOR

Mike Jones

PRODUCER

Doug Tate

LEAD ARTIST

David Barton

SCE-RT

DIRECTOR ONLINE TECHNOLOGY
Glen Van Datta

SENIOR PROJECT MANAGER
Greg Becksted

GAME INTEGRATION LEAD
Tom Sawyer

ONLINE ASSOCIATE PRODUCER
Doug Damron

SENIOR PROGRAMMERS
Adam Harris, Ken Miyaki, Russ Patterson,
Steve Wagner, Steve Schneider

SCE-RT PRODUCTION
Erika Kato, Trang Ho, Bhaswar Sarkar,
Steve Slover

SCE-RT ENGINEERS
Juan Arce, Aaron Brunstetter,
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Matt DeVico, Peter Heino,
Mark Jacob, Mohammed Khan,
Rolando Simeon, Vinod Tandon,
Baylor Triplett, Mark Vaden, Sunmee Jang.

PD-IT

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Charles Connoy

ONLINE GAMES GROUP
Monique Fraser, Manager

Ron Andres, Richard Bennett,
Beth Ford, Matt Miller,
Krisztian Mizser, Nate Wiger,
Madhukar Yedulapuram

NETWORK OPERATION SPECIALISTS
James Black, Aaron Johnston,
Jose Madrigal, Rudy Wiley

INFRASTRUCTURE
Tom Perrine,
IT Infrastructure Manager

Derrell Jenkins,
Network Engineering Manager

Robert Clark, Chris Dudley,
Devin Kowatch, Andrew Lee,
Randy Lopez, Chris McEniry,
Chris Moore, Sven Nielson,
Hank Yeomans, Paul Zastoupil

IT SITE SUPPORT
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Cory Haibloom, David Alonzo,
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TEST OPERATIONS

SENIOR MANAGER
Ritchard Markelz

GAME TEST MANAGER(S)
Sam Bradley, Bill Person

GAME TEST ENGINEER(S)
Caley Roberts

QUALITY ASSURANCE ANALYST(S)

Bryan Pardilla, Jimmy Goh,
Jesse Reiter, Chris Lowe,
Paul McCluskey, Nick Grant-Collins,
Cory Wilkening

LAB TECHNICIAN

Ara Demirjian

CONTINGENT GAME TEST ANALYSTS

Nick Jackson, Eddie Adams,
Andrew Banegas, Terrell Lavender,
John S. Dalton, Joey Morales,
Van Roberts, Jason Norton,
Von-Royce Villanueva, Chris Bunag,
Chandler Robinson III, Nick Murry,
Peter Koenig, Frank Rodriguez,
Johnathan Wong, Jacob Flood,
Alexander Shen, Robert String,
Micah Ray Mison, Daryl Humdy,
David Benkoski, Ceasar Jazmines,
Nick Kosmides, Michael Phariss,
Blake McClaren

PROJECT MANAGEMENT SUPERVISOR

Eric Ippolito

COORDINATOR

Justin Flores

QA SUPPORT MANAGER

Ken Kribs

APPLICATIONS ADMIN

Christian Davis

INTERNATIONAL LICENSING

LICENSING MANAGER

Mai Kawaguchi

LICENSING SPECIALIST

Jeff Eng

LICENSING COORDINATOR

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SCEA MARKETING

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PR SPECIALIST

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PROMOTIONS MANAGER

Johanna Ignacio

MOBILE MARKETING MANAGER

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Jill Grabenkort

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Joby Hirschfeld

SENIOR MANAGER, CHANNEL MARKETING

Bob Johnson

RETAIL MANAGERS

Mike De La Cruz
Marie Manapat
Kip Roggendorf

EVENTS MANAGERS

Lori Chase
Quinn Pham

SENIOR MANAGER, CREATIVE SERVICES

Jack Siler

SENIOR CREATIVE SERVICES SPECIALISTS

Joseph Chan
JM Garcia
Miguel Godinez
Alicia Beam

CREATIVE SERVICES SPECIALIST

Blanca Hernandez

PACKAGING AND MANUAL DESIGN

Origin Studios

MANUAL DOCUMENTATION

Off Base Productions

SENIOR DIRECTOR, PLAYSTATION®NETWORK

Susan Nourai

DIRECTOR, OPERATIONS

Eric Lempel

SENIOR MANAGER, WEB & LOYALTY MARKETING

Josh Meighen

LOYALTY ASSOCIATE MANAGER

Chris Hagedorn

WEB CONTENT PLANNING MGR.

Dawson Vosburg

ASSOCIATE PROJECT MANAGER (OFFICIAL GAME SITE)

Trevor Ehle

WEB PRODUCER

Cyril Tano

SENIOR WEB CONTENT DESIGNER

Michael McIntire

WEB SPECIALIST

Sara Kwan

ASSET ARTIST

Noel Silvia

SENIOR MANAGER, PLAYSTATION STORE

Grace Chen

PS STORE COORDINATOR

Rommel Hernandez

PMT MANAGER
Jen Woldman

PROJECT MANAGERS
Paul Purdy
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PARALEGAL
Kirsten Costello
Richard Daniels

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Frank Simon

PRODUCER
Daryl Nichols Jr

LINE PRODUCER
Sam Thompson

LINE PRODUCER
Greg Phillips

ASSISTANT PRODUCER
Caley Roberts

LEAD ENGINEER
Joseph Adzima

ADDITIONAL PLAYSTATION®2 QUALITY ASSURANCE

QUALITY ASSURANCE TEST MANAGER
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LEAD QUALITY ASSURANCE TESTER
Steve Gonzalez

QUALITY ASSURANCE TESTER
Jason Ramirez

Phillip Wilson
Eric Jensen
Ayinde Benn
Brian Pfeiler
Eddie Avakoff
Eric Kwon
Jean Sung
Kevin Gee
Kyungsoo Kim
Nathan Bui
Tim Hackl
Von Villanueva

SPECIAL THANKS
We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Syphon Filter®: Dark Mirror with special recognition to the Executive Management team including: Kaz Hirai, Jack Tretton, Peter Dille, Jim Bass, Glenn Nash, Steve Ross, Riley Russell, Phil Rosenberg, Shuhei Yoshida and Phil Harrison.

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